

Harassment can potentially be a difficult problem in a large online world no matter what the medium; graphical, text, game, or chat room. Harassment is part of life and is something for which everyone should be prepared. That means both the player and the company offering the service must be prepared to deal with many types of situations.

The Seventh Sun realizes that there are many good mature people who will enjoy playing in the world of [Xaltoria](#) . We also realize that there are the occasional few who can ruin the enjoyment of others by being a nuisance. We have designed a system that will protect everyone involved.

If someone is roleplaying and they are 'harassing you', it might be something we would feel was acceptable roleplay. For example, if you're a [Stone Elf](#) and you meet up with an [Ogre](#) , you can expect some in-character harassment. You should probably dish out some too because Ogres and Stone Elves don't like one another. If the in-character harassment is too much for you to handle, leave the area or handle it in a roleplay way, we will not step in.

If you think the harassment is surpassing that of acceptable roleplay, however, or is not roleplay at all and completely out-of-character, you will be able to type something like HARRASS REPORT [name of player harassing you]. This will open up a log of everything you see on your screen, everything you type, and everything communicated to you. This log will be stored on OUR server. After two minutes of logging, in which time you must make effort to remove yourself from the situation and not simply argue, a message will be sent to the person who is harassing you. It will let them know that the last few minutes have been logged, and if they are found to be guilty of harassment they will face penalties.

If a GM is available, they will come in stealth as soon as you make the harass report and watch for themselves. If no GM is available, a log which can not be tampered with will be present to enable us to determine what happened. This way, we never have to tell you we can't help you because when you called for help, everyone was busy.